

Vlasov Simulation Methods for plasmas and beams II

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Outline

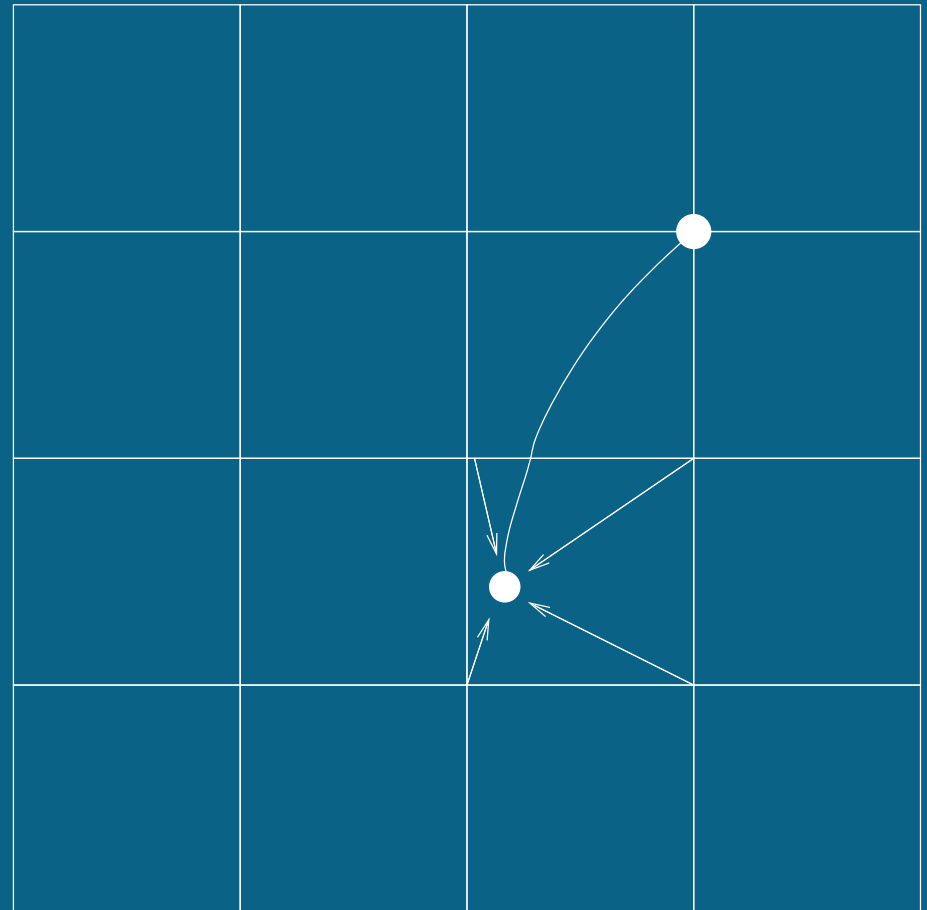
- The axisymmetric Vlasov equation.
- Semi-Lagrangian methods on unstructured meshes.
- An adaptive method based on a wavelet decomposition.

Last week

- Overview of Vlasov method.
- In particular: The semi-Lagrangian method (forward and backward).
- Applications for beam propagation in uniform and periodic focusing channels.

The backward semi-Lagrangian Method

- f conserved along characteristics
- Find the origin of the characteristics ending at the grid points
- Interpolate old value at origin of characteristics from known grid values → High order interpolation needed



The axisymmetric Vlasov equation

The distribution function $f(r, v_r, v_\theta, t)$ is given by

$$\begin{aligned} \frac{\partial f}{\partial t} + v_r \frac{\partial f}{\partial r} + v_z \frac{\partial f}{\partial z} + \left(\frac{q E_s r}{m} + \frac{q B_z}{m} v_\theta + \frac{v_\theta^2}{r} \right) \frac{\partial f}{\partial v_r} \\ - \left(\frac{q B_z}{m} v_r + \frac{v_\theta v_r}{r} \right) \frac{\partial f}{\partial v_\theta} + \frac{q E_s z}{m} \frac{\partial f}{\partial v_z} = 0, \end{aligned}$$

where B_z is external and E_s given by Poisson's equation

$$\nabla \cdot E = \rho(t, r)/\varepsilon_0, \quad \rho(t, r) = q \int_{\mathbb{R}^3} f dv.$$

Invariants of the Vlasov equation

In order to reduce the dimension of the problem we use the invariance of the canonical angular momentum

$$P(r, v_\theta) = mrv_\theta + \frac{r^2}{2}qB_z.$$

Denoting by $I = \frac{P}{m}$ and making the change of variable $(r, v_r, v_\theta) \rightarrow (r, v_r, I)$ with $v_\theta = \frac{I}{r} - \frac{1}{2}\frac{qB_z}{m}r$, we get

$$\frac{\partial f}{\partial t} + v_r \frac{\partial f}{\partial r} + \left(\frac{q}{m} E_s(t, r) + \frac{I^2}{r^3} - \frac{1}{4} \left(\frac{qB_z}{m} \right)^2 r \right) \frac{\partial f}{\partial v_r} = 0.$$

Discretization of the axisymmetric Vlasov equation

- Invariant I is a parameter but needs careful discretization. Characteric curves of the form

$$\frac{\omega^2}{2}r^2 + v_r^2 + \frac{I^2}{r^2} = \text{const.}$$

→ necessary to control I/r hence I is discretized according to $I = \omega r^2$, in vicinity of axis.

- Difficulty near $r = 0$ because of I^2/R^3 term.

- Time-Splitting scheme:

- ★ Advection in r : $\frac{\partial f^*}{\partial t} + v_r \frac{\partial f^*}{\partial r} = 0,$

- ★ Advection in v_r :

$$\frac{\partial f^{**}}{\partial t} + \left(\frac{q}{m} E_s(t, r) + \frac{I^2}{r^3} - \frac{1}{4} \left(\frac{q B_z}{m} \right)^2 r \right) \frac{\partial f^{**}}{\partial v_r} = 0.$$

- Cubic Hermite interpolation with numerical computation of derivatives by a fourth order finite difference scheme

$$\partial_r f_i^n = \frac{1}{12\Delta r} \left[8 [f_{i+1}^n - f_{i-1}^n] - [f_{i+2}^n - f_{i-2}^n] \right].$$

Parallelization

- Straightforward using the Invariant.
- Only communications are for gathering of ρ .

# CPU	2D Cartesian PFC	Axisymmetric
4	178 min	59 min
8	89 min	27 min

Table 1: *Computational time for a $2D \times 2D$ cartesian and axisymmetric solvers.*

The semi-Lagrangian method on unstructured grids

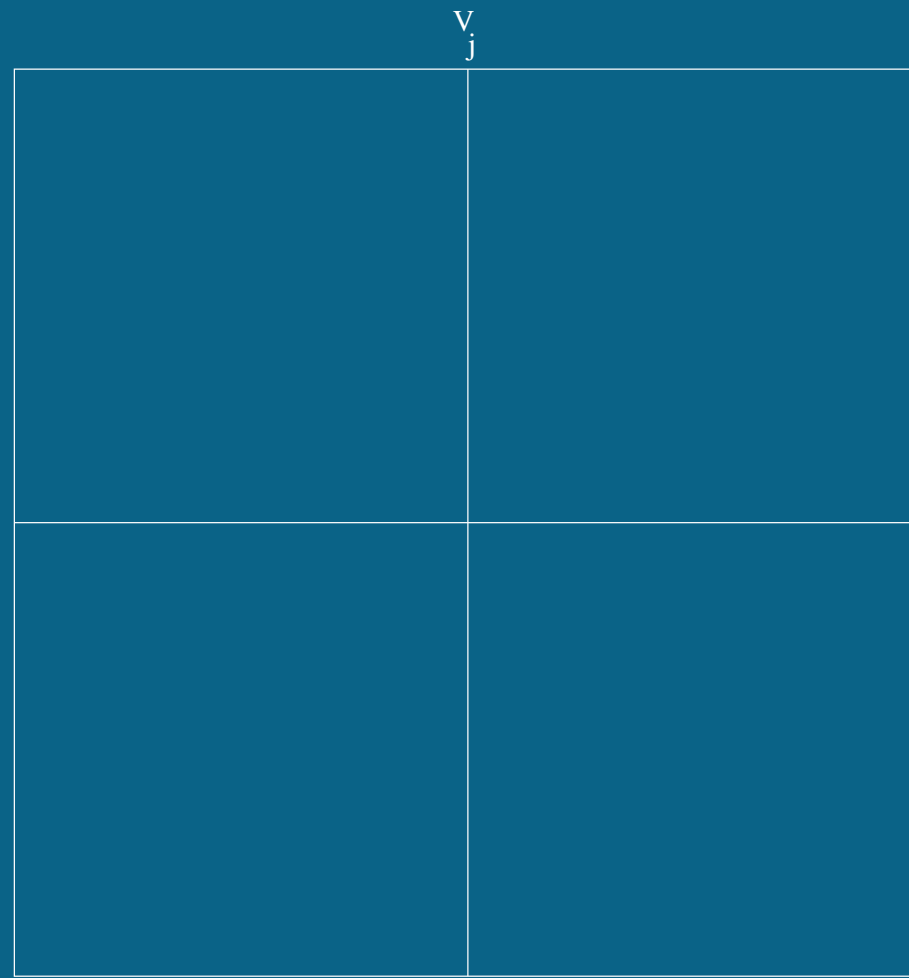
- Give more flexibility to mesh.
- Operator splitting used between x and v advections so that advection is explicit.
- Interpolation in full phase space necessary at each step.
- Interpolation done using Finite Element basis functions
→ many possibilities.
- Computation of $\rho(x)$ needs interpolations.

Properties of scheme

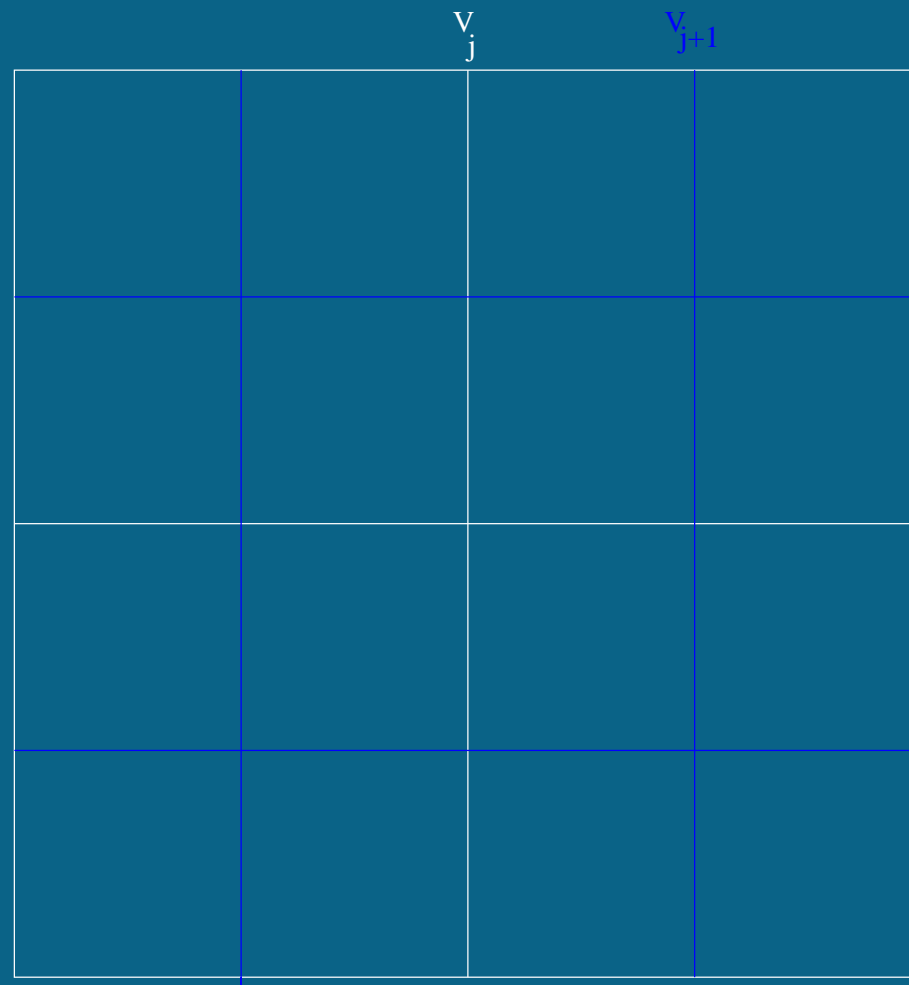
- High order Lagrange seems unstable due to oscillations on edge of elements.
- Hermite type elements with CIP type method seems the best choice in this case.
- Positiveness and conservativeness can be ensured by switching between high order and first order interpolation.

Adaptive semi-Lagrangian method

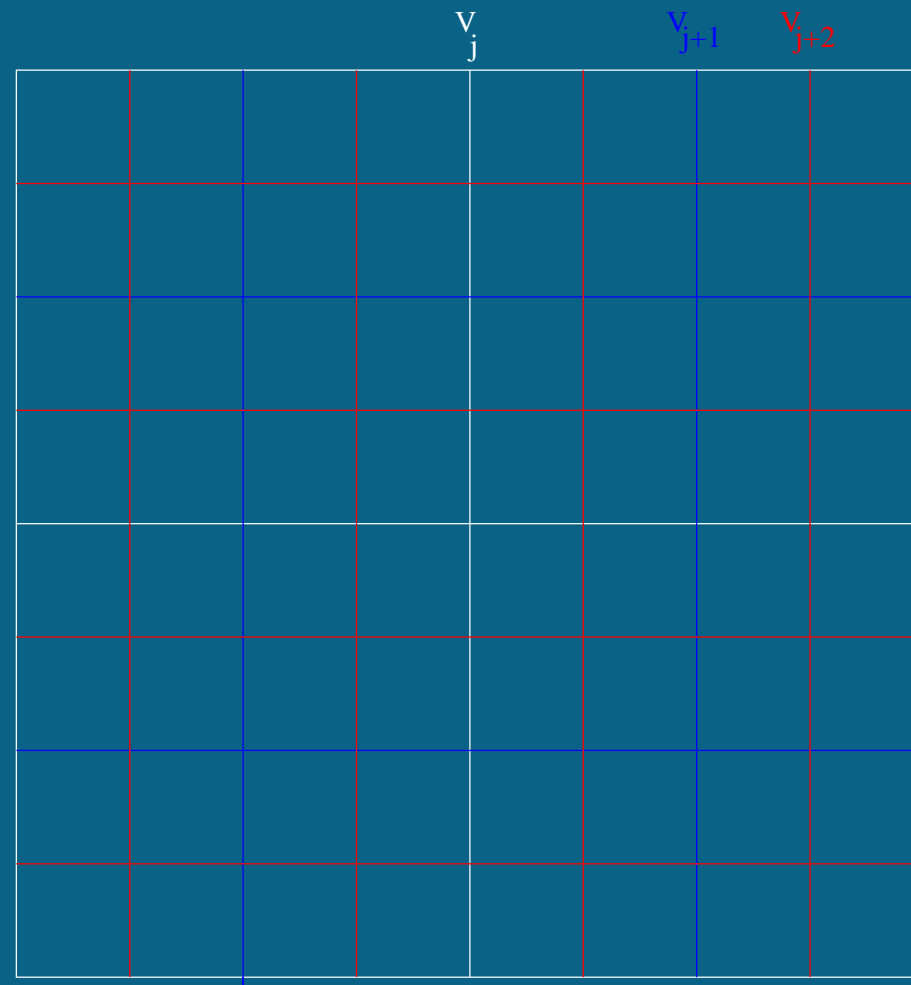
- We want to optimize the number of grid points for a given numerical error.
- Multi-resolution techniques using interpolating wavelets are well suited to determine where refinement is needed.
- Principle of the method
 - ★ Use different levels of meshes
 - ★ At one given level, decompose gridfunction into gridfunction at coarser level + details.



Grid G_j , grid points $x_k^j = k 2^j$, level j



Grid G_{j+1} , grid points $x_k^{j+1} = k 2^{j+1}$, level $j + 1$



Grid G_{j+2} , grid points $x_k^{j+2} = k 2^{j+2}$, level $j + 2$

The wavelet decomposition

- **Idea:** Decompose more precise sample, i.e. values of f at grid points of G_{j+1} (denoted by c_{i+1}) into smaller sample i.e. values of f at grid points of G_j (denoted by c_i) + details (denoted by d_i).
- Details contain difference between exact value and value predicted using interpolation operator.

$$c_{2k}^{j+1} = c_k^j \quad \text{same value at coarse mesh points}$$

$$d_k^j = c_{2k+1}^{j+1} - P_{2N+1}(x_{2k+1}^{j+1}).$$

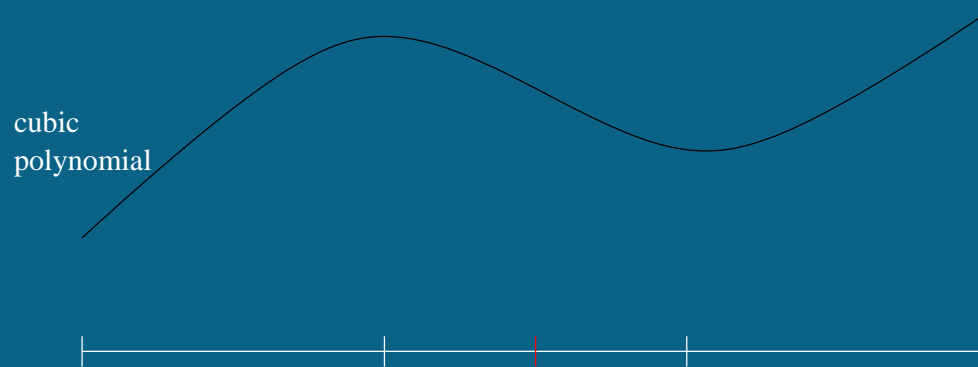
Prediction operator

Predict values at unknown positions of finer level using lagrange interpolating polynomial on coarser level.



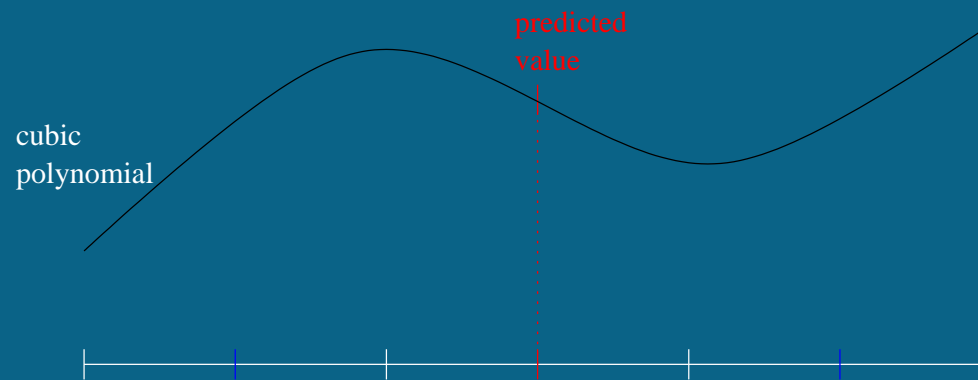
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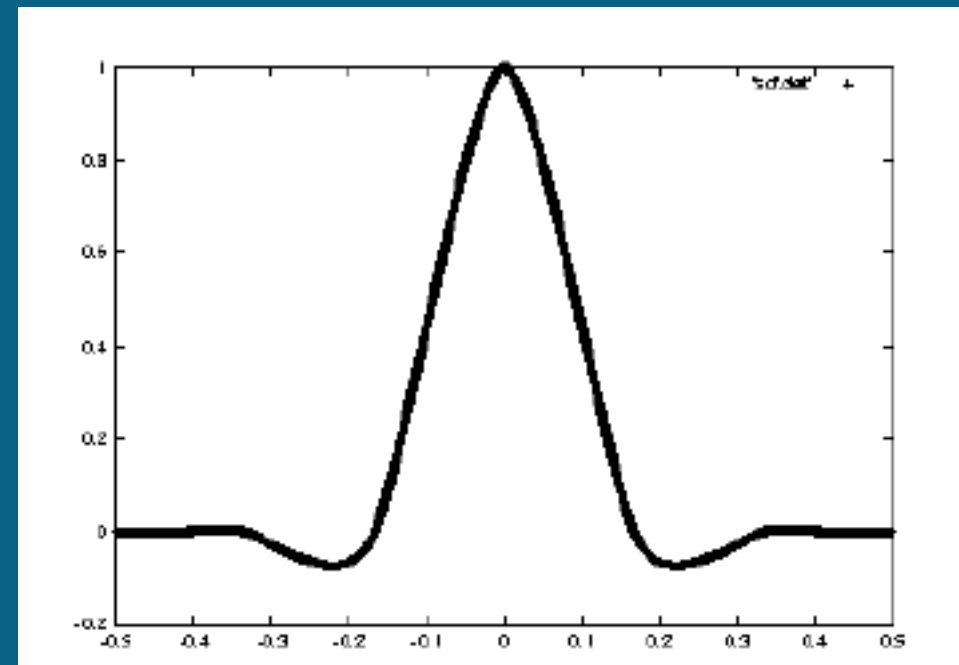
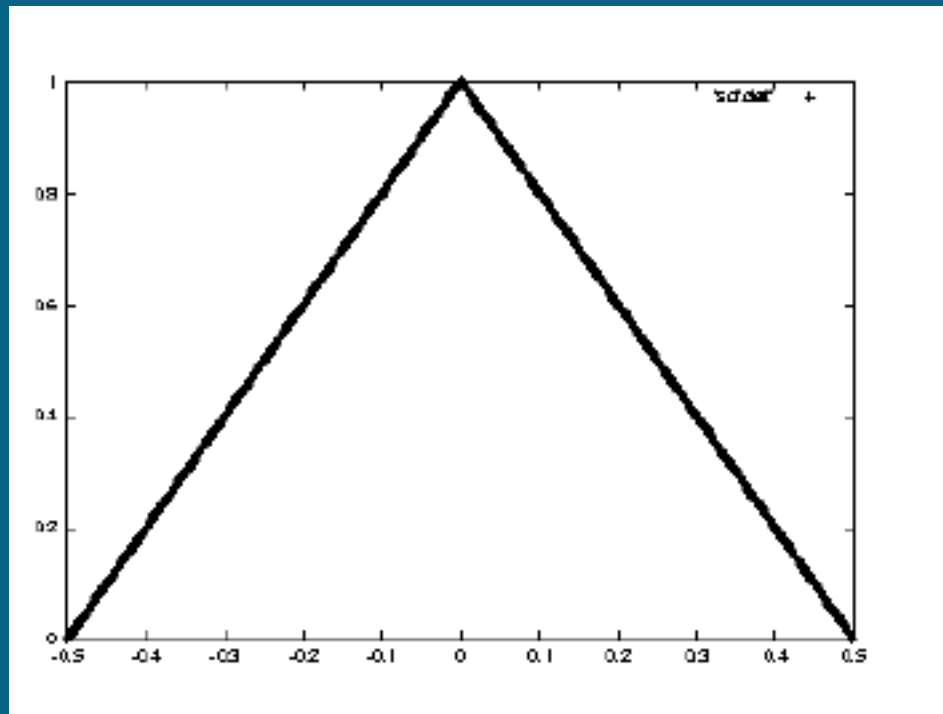


$$d_k^j = c_{2k+1}^{j+1} - P_{2N+1}(x_{2k+1}^{j+1}) \text{ and } c_{2k}^{j+1} = c_k^j$$

Adaptivity and semi-Lagrangian method

- Semi-Lagrangian method based on polynomial interpolation.
- Main idea for adaptivity: details are small where interpolation does a good job.
- In adaptive method, use wavelet decomposition to eliminate grid points corresponding to small details.
- No loss of information due to wavelet decomposition.

Scaling function



Wavelet interpolation

Interpolation formula

$$\begin{aligned}
 f^*(x, v) = \sum_{k_1, k_2} & \left(c_{k_1, k_2}^{j_0} \varphi_{k_1}^{j_0}(x) \varphi_{k_2}^{j_0}(v) \right. \\
 & + \sum_{j_0}^{j_1-1} \left(d_{k_1, k_2}^{row, j} \psi_{k_1}^{j+1}(x) \varphi_{k_2}^j(v) \right. \\
 & \quad + d_{k_1, k_2}^{col, j} \varphi_{k_1}^j(x) \psi_{k_2}^j(v) \\
 & \quad \left. \left. + d_{k_1, k_2}^{mid, j} \psi_{k_1}^{j+1}(x) \psi_{k_2}^{j+1}(v) \right) \right) \quad (1)
 \end{aligned}$$

The Algorithm for the Vlasov Problem...

- **Initialisation:** decomposition and **compression** of f_0 .
- **Prediction in x** of the grid \tilde{G} (for important details) at the next split time step following the characteristics forward. Retain points at level just finer.
- **Construction of \hat{G} :** grid where we have to compute values of f^* in order to compute its wavelet transform.

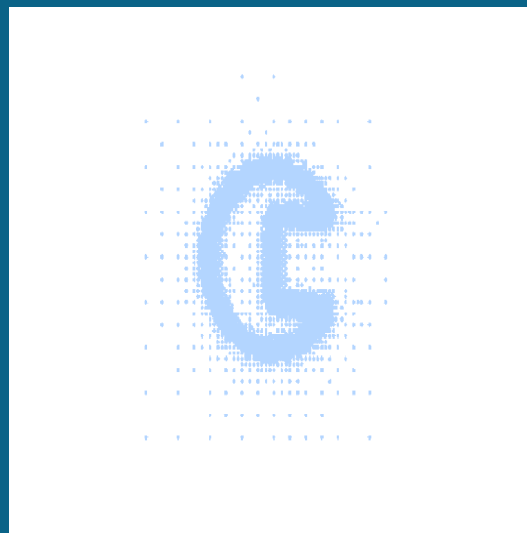
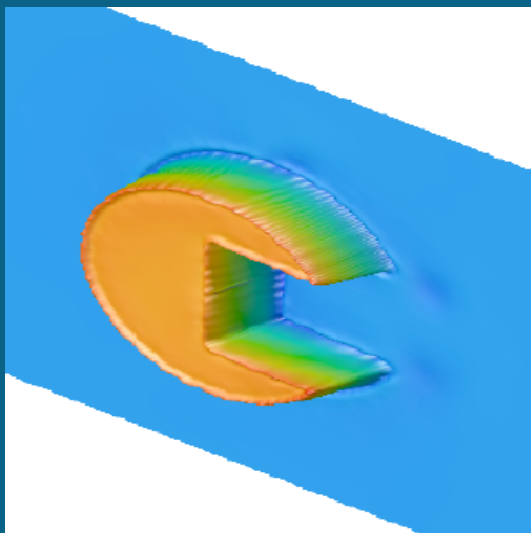
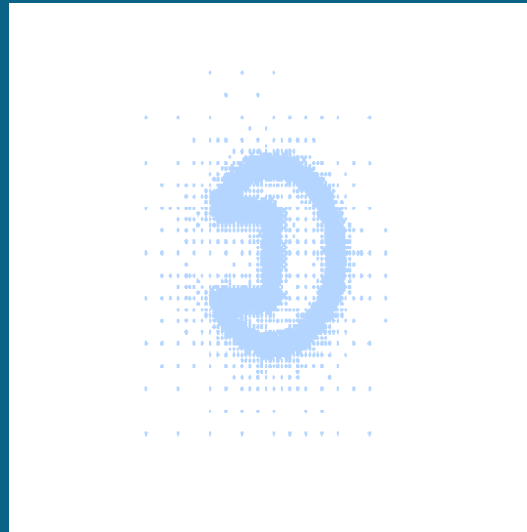
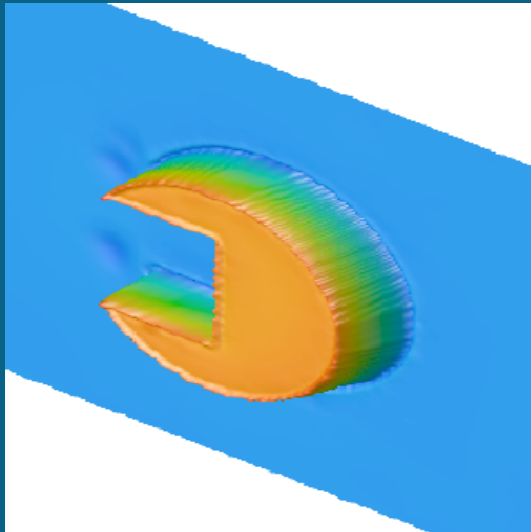
...The Algorithm for the Vlasov Problem...

- **Advection-interpolation** in x : follow the characteristics backwards in x and interpolate using wavelet decomposition (1): $f^*(x, v) = f^n(x - v \Delta t, v)$
- **Wavelet transform of f^*** : compute the c_k and d_k coefficients at the points of \tilde{G} .
- **Computation** of electric field from Poisson.
- **Prediction in v** : as for x .

...The Algorithm for the Vlasov Problem

- **Construction of \hat{G} :** grid where we have to compute values of f^{n+1} in order to compute its wavelet transform.
- **Advection-interpolation in v :** as for x $f^{n+1}(x, v) = f^*(x, v - E(x) \Delta t)$ using wavelet decomposition.
- **Wavelet transform of f^{n+1} :** compute the c_k and d_k coefficients at the points of \tilde{G} .
- **Compression of f^{n+1} .**

Numerical results



A few papers and web pages

- Nicolas Besse : Semi-Lagrangian schemes for the Vlasov equation on an unstructured mesh of phase space
<http://www-irma.u-strasbg.fr/irma/publications/2002/02028.shtml>
- Francis Filbet, Jean-Louis Lemaire, Eric Sonnendrucker : Direct axisymmetric Vlasov simulations of space charge dominated beams
<http://www-irma.u-strasbg.fr/irma/publications/2002/02009.shtml>
- Francis Filbet, Eric Sonnendrucker : Comparison of Eulerian Vlasov Solvers

<http://www-irma.u-strasbg.fr/irma/publications/2001/01035.shtml>

- Francis Filbet, Eric Sonnendrucker, Pierre Bertrand: Conservative numerical schemes for the Vlasov equation. J. Comp. Phys. Volume 172, Number 1 pp. 166-188 (2001).
- The VADOR code:
<http://www-irma.u-strasbg.fr/~filbet>

Conclusions

- Axisymmetric problems can be brought back to 4D phase space or 2D slice which makes them tractable thanks to use of invariance of angular momentum.
- Unstructured meshes feasible but more complicated and fairly slower.
- Adaptive method looks promising in 2D phase space. Implementation more complex due to adaptive mesh structure. Needs to be extended to higher dimensions.